

2. HOW TO TELL IN CORRECT BLDG.

1. CHARACTERISTICS

2. ARCHITECTURE

3. SETTINGS

4. INHABITANTS. \* DOMINANT FOREIGNERS

5. KNOWN ITEMS  
ON INSIDE  
TO VERIFY

2A HOW TO SPEER TO CORR BLDG IF LAND OFF  
TGT.

3. LOOKING FOR RESTRICTED/CONTROL AREAS IN  
BLDG. [ARE IMPORTANT AREAS]  
↑

Approach {

- PERCEP TLT
- w/in <sup>AVE</sup> DIVISION WHICH ARE PERCEP.
- ACTY IN AREAS STARTING FM

SG11

DISCUSSED [REDACTED] (V/BRIEFLY) AFTER  
HE SHOWED UP ON WED 15 SEP  
LATE FOR SESSION. THIS IS APPROACH  
FOR FUTURE (FRI) SESSION.